

## ANNEXE N°1

### Symboles et exigences concernant les plans de circuits de karting

#### 1. GÉNÉRALITÉS

- **Format**  
Le dossier doit provenir du logiciel AutoCAD version 14 au minimum ; il doit par conséquent comporter l'extension ".dwg".

- **Unités et référence**  
L'unité des dessins sera le mètre.  
L'échelle des dessins sera de 1:1 000.  
Une référence orthonormale directe sera utilisée.  
Le système coordonné sera de préférence semblable à celui qui est utilisé dans la région du pays où se trouve le circuit.

- **Gestion des couches**  
Les objets devront être inclus selon la gestion des couches telle que décrite dans la table ci-après.  
Les couches dont le nom est précédé de la mention "CIK\_" sont du ressort exclusif de la CIK-FIA.  
Les objets ne figurant pas sur la table (à l'extérieur de la seconde ligne de protection) doivent être montrés sur le dessin avec autant de détails que possible mais ils devront être inclus dans les couches qui conviennent au circuit ou à tout autre standard.

- **Gestion des objets**  
Les objets devront impérativement être en 2D (Altitude=0), à l'exception de l'axe de la piste, lequel devra être en 3D (z indiquant l'altitude).  
La couleur et le type de ligne devront être définis comme « couches secondaires ».  
L'échelle des types de lignes sera de 1 sauf mention contraire.  
L'épaisseur des lignes sera de 0 sauf mention contraire.

- **Gabarit**  
Un gabarit pour AutoCAD 2000 ou 2004 (dwg-file) et Autocad R12 (dxf-file) est disponible sur le site de la CIK-FIA : <http://www.fia.com> [section circuit].  
Il comporte les couches nécessaires ainsi que les types de lignes et de blocs à utiliser.

- **Informations supplémentaires**  
Pour des informations plus détaillées concernant le format du dessin, veuillez contacter la CIK-FIA à l'adresse ci-dessous.

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#### 1. GENERAL

- **Format**  
*The file shall be in the AutoCAD software version 14 or higher and will therefore have the extension « .dwg ».*

- **Units and reference**  
*The drawing unit will be metres.  
The drawings will be to scale 1:1000.  
A direct orthonormal reference will be used.  
The co-ordinate system will preferably be similar to the one used in the region or the country of the circuit.*

- **Layer management**  
*The objects shall be included according to the layer management as described in the following table.  
The layers the name of which is prefixed "CIK\_" are the sole use of the CIK-FIA.  
The objects that are not listed in the table (outside the second line of protection) must be shown on the drawing as detailed as possible, but they shall be included in the layers which suit the circuit or meet any other standard.*

- **Object management**  
*The objects shall imperatively be in 2D (Altitude=0), except the track centreline, which shall be in 3D (z showing the altitude).  
The colour and line type shall be defined as "bylayers".  
The scale of the line types shall be 1 unless stated otherwise.  
The width of the line shall be 0 unless stated otherwise.*

- **Template**  
*A template for Autocad 2000 or 2004 (dwg-file) and Autocad R12 (dxf-file) is available on the CIK-FIA web site <http://www.fia.com> [circuit section]. It features the necessary layers as well as the types of lines and blocks to be used.*

- **Extra information**  
*If more detailed information is needed concerning the drawing format, please contact the CIK-FIA at the address below.*

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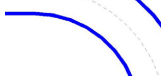
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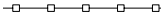

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**2. K - layers**

The objects which are contained within the second lines of protection (spectator fence) shall be included in the following layers.

These layers shall be prefixed **K\_** (underscore NOT dash as a separator)

<b>TRACK</b>				
<i>Object description</i>	<i>Layer name</i>	<i>Object type Line type</i>	<i>Comments</i>	<i>Lay out</i>
Edges of the track	K_TRACK	Object: Polyline Line: Continuous Width: 0.5	There must be <b>one</b> polyline only in this layer	
Track centreline	K_TRACK_CENTRELINE	Object: Polyline 3D Line: Continuous	MUST BE SUPPLIED IN 3D	
Track gradient	K_TRACK_GRADIENT	Text		

<b>RIGID BARRIER</b>				
<i>Object description</i>	<i>Layer name</i>	<i>Object type Line type</i>	<i>Comments</i>	<i>Lay out</i>
Concrete wall Permanent (first line of protection)	K_WALL	Object: Polyline Line: Continuous Width: 0.3		
Concrete wall Temporary (first line of protection)	K_WALL_TEMP	Object: Polyline Line: Continuous Width: 0.3		
Guardrail-armco (first line of protection)	K_GUARDRAIL	Object: Polyline Line: FIA_guardrail width: 0.3		
Guardrail-armco (first line of protection) Temporary	K_GUARDRAIL_TEMP	Object: Polyline Line: FIA_guardrail width: 0.3		


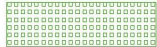


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**VERGE AND KERBS**

<i>Object description</i>	<i>Layer name</i>	<i>Object type Line type</i>	<i>Comments</i>	<i>Lay out</i>
Track verge in asphalt	K_VERGE_ASPHALT	Object: Polyline Line: Continuous Hatch: Cross, scale 0,1	The verge must be marked out using a <b>closed</b> polyline	
Track verge in "grasscrete"	K_VERGE_GRASSCRETE	Object: Polyline Line: Continuous Hatch: Square, scale 0,1	The verge must be marked out using a <b>closed</b> polyline	
Track kerbs outside	K_KERB_OUTSIDE	Object: Polyline Line: Continuous Width: 1 Colour: 252 (grey)	The polyline should be offset 0.6 from the track edge	
Track kerbs inside	K_KERB_INSIDE	Object: Polyline Line: Continuous Width: 1 Colour: 252 (grey)	The polyline should be offset 0.6 from the track edge	
Text describing the type of kerb used	K_KERB_TEXT	Text		

**RUN-OFF AREA**

<i>Object description</i>	<i>Layer name</i>	<i>Object type Line type</i>	<i>Comments</i>	<i>Lay out</i>
Gravel beds	K_RUN_OFF_GRAVEL	Object: Spline or Polyline Line: Continuous Hatch: AR-sand, scale 0,05	The gravel bed must be marked out using a <b>closed</b> polyline	
Tarmacked area (where asphalt is used only as a run-off area, but exclude the asphalted service roads)	K_RUN_OFF_ASPHALT	Object: Spline or Polyline Line: Continuous Hatch: Cross, scale 0,1	The tarmacked area (other than the track) must be marked out using a <b>closed</b> polyline	
Grass	K_RUN_OFF_GRASS	Object: Spline or Polyline Line: Continuous Hatch: grass, scale 0,05	The grass area must be marked out using a <b>closed</b> polyline	


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**ENERGY  
 ABSORBING  
 BARRIER**

<i>Object description</i>	<i>Layer name</i>	<i>Object type Line type</i>	<i>Comments</i>	<i>Lay out</i>
Barrier of 1 row of tyres	K_TYRE_1	Object: Polyline Line: Fia_Tyre_1		oooooooooooooooo
Barrier of 2 rows of tyres	K_TYRE_2	Object: Polyline Line: Fia_Tyre_2		oooooooooooooooo
Barrier of 3 rows of tyres	K_TYRE_3	Object: Polyline Line: Fia_Tyre_3		oooooooooooooooo
Conveyor belt	F1_CONVEYOR_BELT	Line: Continuous Width: 0.2		—————
All other type of barrier	K_TYRE_OTHER	Object: Polyline Line: Fia_Tyre_other	air fence,...	~~~~~~
"Pastoral"	K_PASTORAL	Object: Polyline Line: Continuous Hatch: Dots, scale 0,2		

**FENCE**




<i>Object description</i>	<i>Layer name</i>	<i>Object type Line type</i>	<i>Comments</i>	<i>Lay out</i>
Separation fence with plastic poles	K_FENCE_SEPERATION_POLS	Line: FIA_tyre_1_tube		OTOTOTOTOTOTOT
Fences for debris Permanent (second line of protection)	K_FENCE_DEBRIS	Line: FIA_debris_fence		— N — N —
Fences for debris Temporary (second line of protection)	K_FENCE_DEBRIS_TEMP	Line: FIA_debris_fence		- N - N -
Fences for spectators (second line of protection)	K_FENCE_SPECTATOR	Line: FIA_spectator_fence		- + — + — +
Fences for spectators Temporary (second line of protection)	K_FENCE_SPECTATOR_TEMP	Line: FIA_spectator_fence		- + - + -


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<b>MARSHALS' POSTS</b>				
<b>Object description</b>	<b>Layer name</b>	<b>Object type Line type</b>	<b>Comments</b>	<b>Layout</b>
Gantry	K_GANTRY	Bloc		
Post with extinguishers and their label	K_POST_FIRE	Bloc name+number: Bloc_post_fire	The text shall contain the post number as identified to the safety delegate	
Observation post and their label	K_POST_OBSERVATION	Bloc name+ text: Bloc_post_observation	The text shall contain the number of the post as identified to the safety delegate	

<b>TRACK MARKING</b>				
<b>Object description</b>	<b>Layer name</b>	<b>Object type Line type</b>	<b>Comments</b>	<b>Lay out</b>
Start line	K_TRACK_START_LINE	Object: Polyline + text Line: Continuous		
Starting grid	K_TRACK_STARTING_GRID	Bloc name: Bloc_starting_grid		
Whitelining	K_TRACK_WHITELINING	Line: Continuous	Any white line shown on the track or pit lane	



<b>SAFETY VEHICLES</b>				
<b>Object description</b>	<b>Layer name</b>	<b>Object type Line type</b>	<b>Comments</b>	<b>Lay out</b>
All vehicles:	K_VEHICLE	Bloc name:		
Safety car		bloc_vehicle_safety_car		
Fire vehicle		bloc_vehicle_Fire		
Medical car		bloc_vehicle_Medical		
Recovery vehicle		bloc_vehicle_Recovery		
Description of the vehicle type	K_VEHICLE_TEXT	text		

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<b>SERVICE ROADS</b>				
<i>Object description</i>	<i>Layer name</i>	<i>Object type Line type</i>	<i>Comments</i>	<i>Lay out</i>
Service road surfaced to be used by the recovery and safety vehicles	K_ROAD_SURFACED	Line: Continuous		
Service road unsurfaced to be used by the recovery and safety vehicles.	K_ROAD_UNSURFACED	Line: dash		

<b>BUILDINGS</b>				
<i>Object description</i>	<i>Layer name</i>	<i>Object type Line type</i>	<i>Comments</i>	<i>Lay out</i>
Administration- and Public- Buildings	K_BUILDINGS	Line: Continuous	Administration- and Public- Buildings	
Administration- and Public- Buildings	K_BUILDINGS	Text	Administration- and Public- Buildings, Description	

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3. CIK-FIA Layers

They are the sole use of the CIK-FIA.

<b>SIMULATION (CIK-FIA)</b>			
<i>Object description</i>	<i>Layer name</i>	<i>Object type Line type</i>	<i>Comments</i>
Idealline	CIK_IDEALLINE	Line: Continuous	Ideal line
Kerbs outside	CIK_KERBS_OUTSIDE	Polyline Width: 1	Recommended outside kerbs
Kerbs inside	CIK_KERBS_INSIDE	Polyline Width: 1	Recommended inside kerbs
Run off area I	CIK_RUN_OFF_I	Spline Color: 12 (red)	impact speed "I"
Run off area I Hatch	CIK_RUN_OFF_I_HATCH	Hatch Pattern name: solid Color: 12 (red) Sreening: 25	Hatch for the run off area impact speed "I"
Run off area II	CIK_RUN_OFF_II	Spline Color: 102 (green)	impact speed "II"
Run off area II Hatch	CIK_RUN_OFF_II_HATCH	Hatch Pattern name: solid Color: 102 (green) Sreening: 25	Hatch for the run off area impact speed "II"

